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ADVENTURE

An Entry Level Module for Levels 1-2

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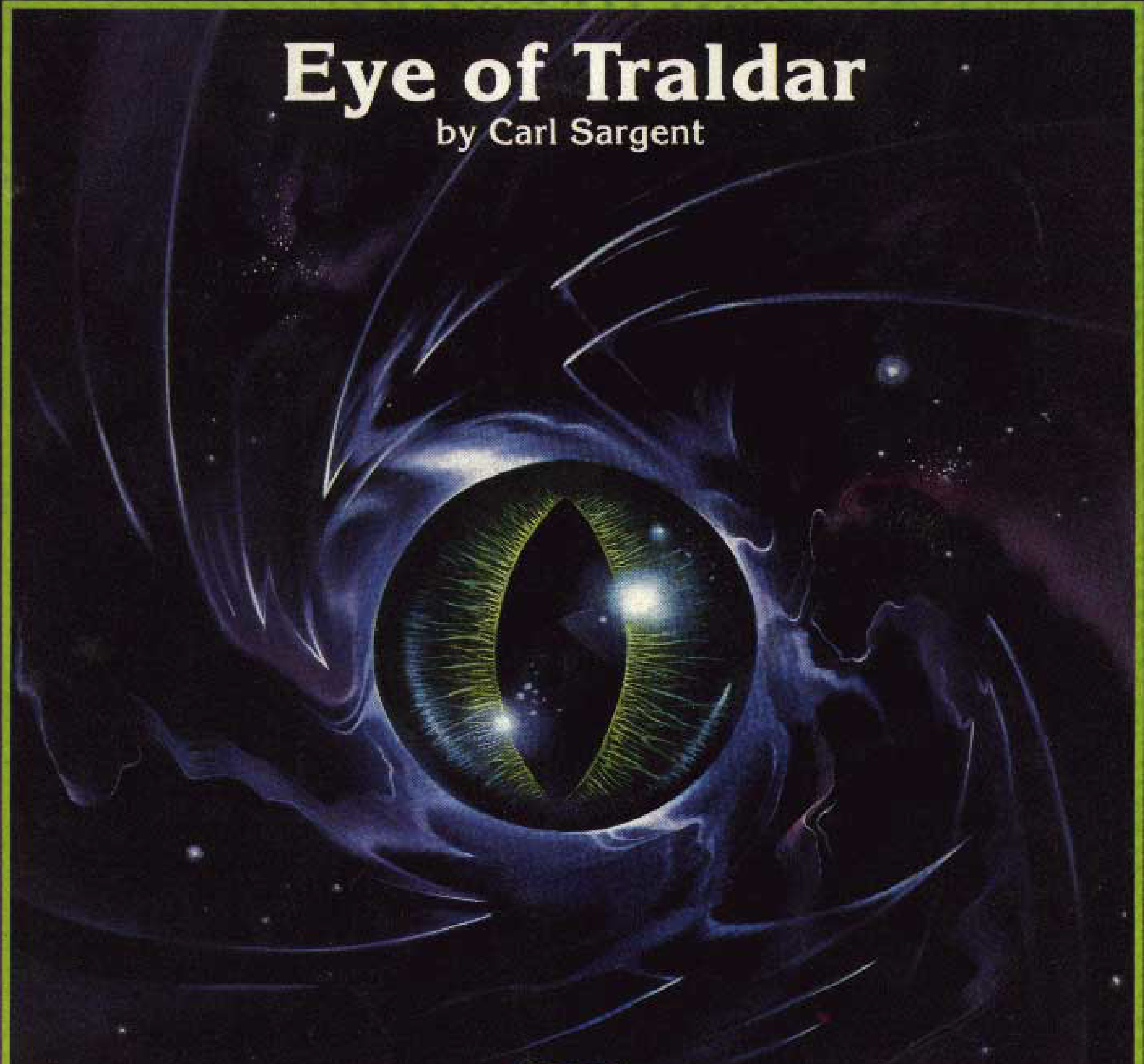
Dungeons & Dragons®

Official Game Adventure

Eye of Traldar

by Carl Sargent



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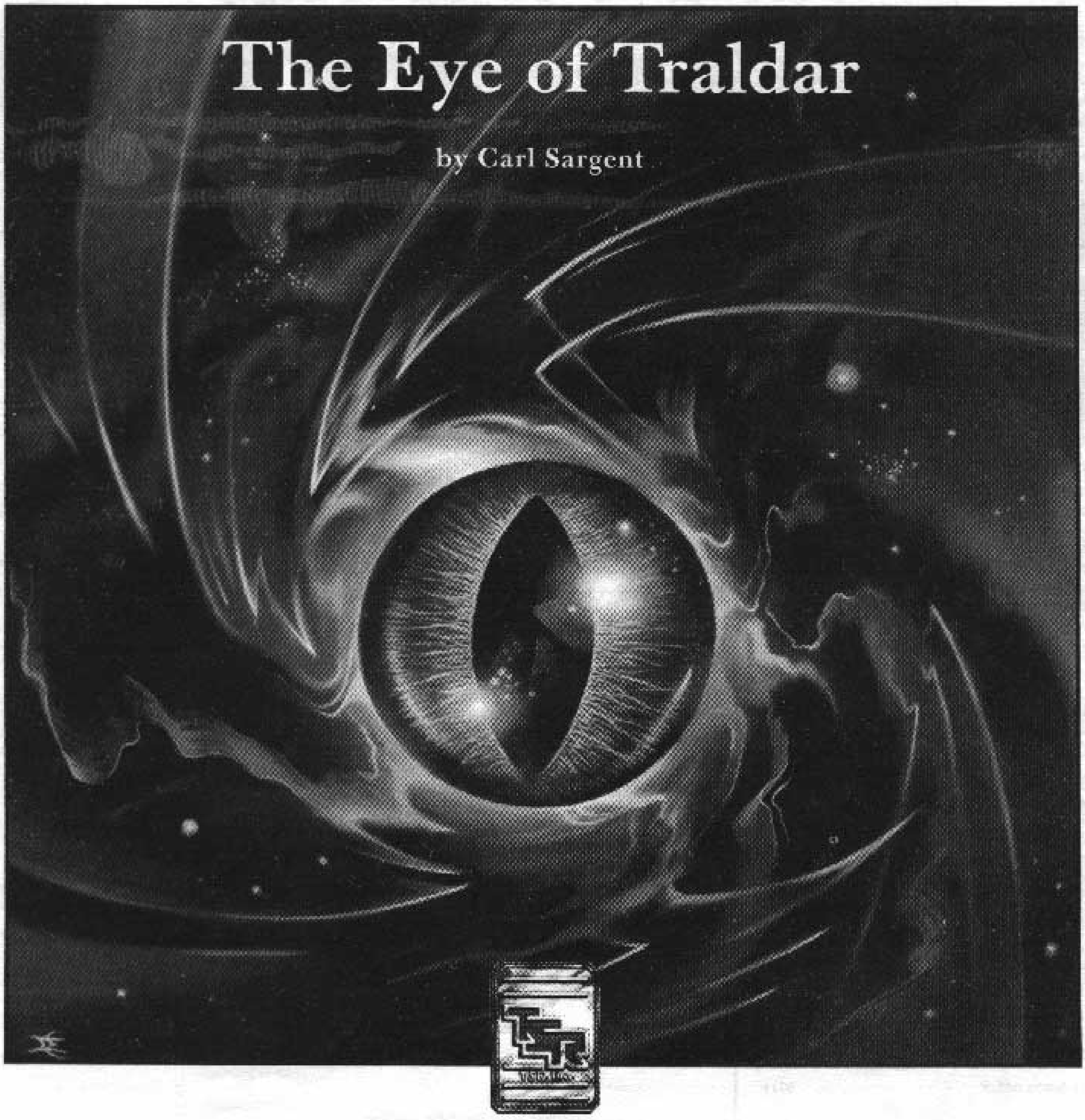

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The Eye of Traldar

by Carl Sargent

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Welcome to *The Eye of Traldar,* a DUNGEONS & DRAGONS® (D&D®) game adventure for 5 to 7 characters of levels 1 and 2. This module is particularly suitable for novice players and Dungeon Masters (DMs). To

Adventure Synopsis

The player characters (PCs) begin traveling along a road in western Karameikos where they encounter a

20. Skeleton Guards

The undead here are used as corridor guards sometimes if cells get very crowded. At the present time they have orders only to stay here and attack anyone—including the PCs, of course—who enters other than the evil cleric who controls them. Note that the door to this chamber does not have a metal grille, and is unlocked.

Skeletons (4): AC7; HD1; hp 6, 4, 3, 1; MV 60′ (20′); #AT 1 short sword; Dmg 1d6; THAC0 19; Save F1; ML 12; Al C.

21. Ogre Cell

Chained to the wall with very thick manacles and chains is what appears to be an 8′ tall man of very muscular build. The creature is an ogre, captured in the hills to the northwest of here who has been forgotten about. As a result, the ogre is hungry, angry, and hostile. However, he speaks orcish as well as his own language, and if he can be communicated with (by a character who can speak orcish such as an elf) then a reaction check should be made for him. Add +2 to the dice total if the PCs promptly offer the ogre some food. If a Friendly result arises, the ogre will help the PCs for 1d3 combats in return for their releasing him and showing him a way out of the dungeons (the trapdoor in #14 is enough here). Otherwise, if the PCs release him, the ogre will seek to flee if possible (running around randomly if not told how to get out, since he doesn't know where the exit is). The only situation in which he would attack the PCs would be if you roll a 2 for his reaction on 2d6.

Ogre: AC5; HD 4+1; hp 19; MV 90′ (30′); #AT 1; Dmg By weapon +2 or 1d4+2 (fists); THAC0 15; Save F4; ML 10; AL C.

22. The Jailers

A group of orcs given the unwanted job of being jailers live and squabble here. At any time, three are awake while two are asleep. They wear black leather jerkins with the Black Eagle badge on them, and use swords. Their leader has 8 hp, and if he is killed, the morale for this group drops to 6. The door to this room is unlocked.

Orcs (5): AC 6; HD 1; hp 8, 5, 3, 2, 1; MV 120′ (40′); #AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 8 (6); AL C.

If any orcs are interrogated, they can give some basic information about the Keep—about the orcish barracks there, the general layout of the buildings, and so on. They know nothing about the tower. They obviously know all about the dungeons. However, they will not answer questions unless a reaction check gives a Friendly result, since they are fearful and think the PCs will kill them after they have talked to them. Each orc has 1d8 sp and 1d4 gp. In addition, the leader has two large bunches of keys. One bunch opens all the cell doors in the dungeons, and the other unlocks all the manacles.

Lastly, hidden under one of the five crude wooden beds here is a small locked wooden chest (one of the leader's keys opens this). This contains treasure looted from prisoners, wages, and other minor items. In total, the chest has 11 pp, 136 gp, 144 ep, 324 sp, 560 cp, and various trinkets, jewelry, ornaments, and minor valuables worth a total of 225 gp.

23. Storage Room

This chamber contains manacles and chains, some heavy metal rods (usable as clubs), bundles of torches (150 in all), ropes (10 50′ lengths), sacks (12 small, 8 large), a few (6) flasks of oil, and less useful items such as a broken barrel, an old table with a leg missing, and the like. PCs can restock or acquire some useful items here.

24. Pool Chamber

The eastern half of this room is a 10′ deep sunken pool, with three ducking chairs along the edge, used by the brutish jailers to interrogate their unfortunate charges. The water in the pool is filthy, rank, and scummy, with a thick coating of slime and detritus on top. There is nothing of interest or value in the pool (there are plenty of bones on the bottom of it), and if a PC actually gets into the water to explore it he must make a saving throw versus poison with a +2 bonus. If this is failed, after 12 hours he will develop a short-lived aching mild fever (lasts for 12 + 1d12 hours) during which time he has penalties of -2 to Strength and Dexterity.

25. Guard Room

Here, a contingent of human guards oversees the dungeons. The door to this room is unlocked, but is made of thick dark wood and has no grille. Noises don't penetrate here easily, and unless the noise outside is very loud (all the prisoners in the cells along the passage outside screaming), the guards stay put here (except in situations such as when a new prisoner is brought down). The room itself has tables and chairs and other basic furnishings, but nothing unusual.

Soldiers (5): AC6 (leather armor and shield); F1; hp 8, 8, 6, 4, 3; MV 120′ (40′); #AT 1 short sword; Dmg 1d6 + 1 (Strength bonus); THAC0 18; Save F1; ML 10; AL C. Each has 1d8 gp.

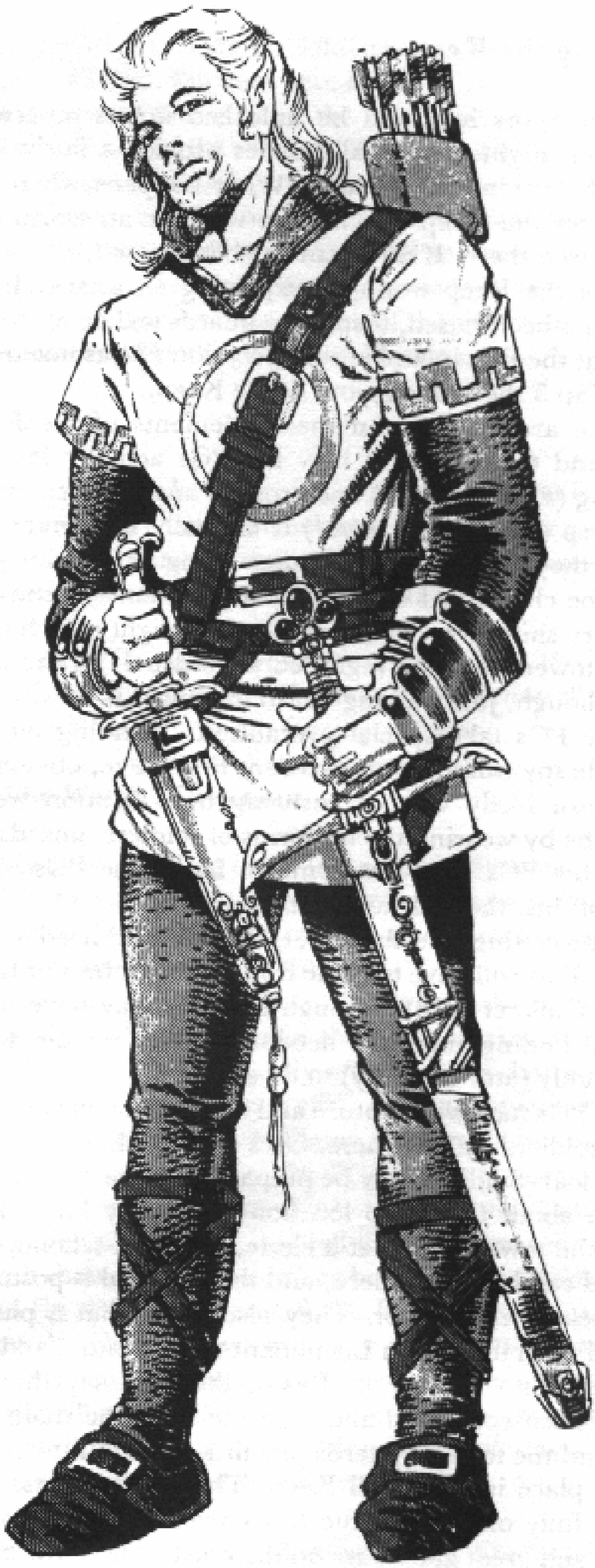
Watch Sergeant: AC3 (chain mail and magical *shield +1*); F2; hp 13; MV 90′ (30′); #AT 1 sword; Dmg 1d8 + 1 (Strength bonus); THAC0 18; Save F2; ML 10; AL C. He has 15 gp and an ivory-handled comb worth 15 gp, plus a Silver dagger.

When these guards are attacked, the weakest (the 3 hit point specimen) will open the door to the north and rush off up the stairs for help. If he gets away (which he will do after one round unless a missile or magic such as *magic missile* or *sleep* is used to stop him), he will bring help back four soldiers from location #34 after four rounds (see details for location #34).

There is treasure here in addition to what the guards have, contained in a brass-banded metal chest on a small table in the north-east corner of the room. In bags, the guards have stashed 67 gp, 224 ep, and 220 cp.

After the Dungeon Level

It's virtually certain that by the time the PCs have found their way to location #25, they will be forced to rest and sleep, to regain spells, and use the *staff of healing* on a new day. If they're healthy enough to press on, then this is fine. But if they have to pause and rest, they should get the equivalent of a night's rest undisturbed. They won't be attacked by forces from the Keep even if an alarm was raised there. This is because the bickering forces in the Keep are too scared to take the responsibility for organizing such a raid. The following chapter explains the schisms in the Keep forces in more detail.



Entering the Keep

Outer doors here will be unlocked unless otherwise noted. At night, large wall-torches provide a fairly dim level of illumination outside. What happens when the PCs enter the Keep depends on whether an alarm has been raised there. If no alarm has been raised, the occupants of the Keep won't be expecting an attack. If an alarm has been raised, then extra guards will be placed to confront the PCs in and around location #34 as noted below. Map 5 shows the layout of the Keep.

There are lookouts on the battlements of the Keep (#51) and the matter of how the PCs actually leave a building (#29, #36, etc.) and cross to another location in the Keep (usually the tower) is crucially important. At night, they will be seen by orcs using infravision but won't be challenged unless they are obviously behaving in a very shifty way. For example, a straight march over to the tower won't be regarded as unusual. In the daytime, though, just walking out to the tower is unwise unless the PCs take special precautions. Sending out an invisible spy would be an excellent first move, obviously. The most likely way of ensuring that iltration works would be by wearing the uniforms of soldiers, guards, or jailers the PCs have overcome so far. If the PCs don't think of this, then Alexei must suggest it.

As for getting into the tower, the PCs will need a pass badge. This will have to come from the chambers of Lieutenant Galleret (#38) although the PCs may have some trouble finding this out, needing to explore the Keep thoroughly (and carefully) to do so.

The PCs may well capture and interrogate one or more of the soldiers and orcs here. Orcs will say almost nothing due to fear. Soldiers may be prepared to give some information about the Keep locations, but they know little about the tower save that a cleric, a wizard-scholar, and undead can be found there, and that a guard is posted at the (locked) main door. They also know that a pass is needed from the Watch Lieutenant to gain entry, and can tell the PCs where he is. Lastly, they will say that the Keep is self-contained and separate from the main fortress and the fortress guards pay little attention to events taking place in the small Keep. The main fortress (not shown fully on Map 5 due to its size) has its main entrance and great gatehouse on the north side. How much of this a captured soldier will say depends on how smartly the PCs interrogate him and whether they offer a plausible guarantee of safety for the soldier. Obviously, a *charm person* spell would work wonders here.

26. Entrance Gates

These gates open into a main street within the city of Fort Doom. They need two full rounds to open due to their size, and are usually kept closed and barred on the inside. Each has a 2-foot square metal grille at face height with a wooden shutter on the near (Keep) side.

27 and 28. Gatehouse

In each of the lower gatehouse buildings, 27a and 27b, a pair of soldiers is on guard. Two other soldiers are in #28 where they have arrows trained along the road outside through the arrow slits (that give them an AC bonus of -8 if they are fired back at from outside). The archers need two rounds to draw swords and come down the staircase to help their fellows in melee combat.

Soldiers (6): AC6 (leather armor and shield); F1; hp 8, 7, 6, 4, 3, 3; MV 120′ (40′); #AT 1 short sword or crossbow; Dmg 1d6; THAC0 19; Save F1; ML 10; AL C. Each has 1d8 gp.

29. Stables

A secret trapdoor in the floor opens at the top of the steps from #18, and opens into a horse stall where there are 8 tethered horses (as in each stall shown). In the small room at the end of the stalls are two stablers (soldiers). Make a morale check for them as soon as they see the PCs; if they fail, they won't even fight, being cowardly sorts. Reference stats are given here for the horses, as PCs might use them to escape at the end of the adventure.

Soldiers (2): AC6 (leather armor and shield); F1; hp 8, 3; MV 120′ (40′); #AT 1 short sword; Dmg 1d6+1 (Strength bonus); THAC0 18; Save F1; ML 8; AL C. One has 12 gp, the other only 14 sp.

Horses (32): AC7; HD 2; hp 9 each; MV 240′ (80′); #AT 2 hooves; Dmg 1d4/1d4; THAC0 18; Save F1; ML 7; AL N.

30, 31, and 32. Orc Barracks

A total of 16 orcs is stationed here. They are distributed, normally, as follows: six will be in #30, which is a general living area; four will be in #31, which is a mess hall; and six others will be asleep in #32, a dormitory room. This will be different if an alarm was raised in area #34 within the Keep. If this happens, six of the 16 orcs (two from each room here) should be moved to areas #34-#36, as instructed below for those locations.

Orcs which are asleep need two rounds to gather their poor armor and weapons; without armor they have AC 8. A sleeping orc can be slain in 1 round, but the sleepers will be roused by their fellows if any fighting takes place in the area.

Orcs (16): AC6; HD 1; hp 8, 7 (x3), 5 (x4), 3 (x4), 1 (x4); MV 120′ (40′); #AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 8 (6); AL C. Each orc has 1d6 ep and 1d10 cp.

The orc leader (with 8 hp) does +1 damage on a successful hit. He has a silver brooch worth 45 gp, a solid silver neckchain worth 80 gp, and a pouch with 18 gp.

33. Armory

This locked chamber (the Watch Lieutenant, #38, has the keys) has racks of weapons, containing a total of 16 normal swords, 8 two-handed swords, 10 short swords, 15 of each type of bow, 100 arrows and 180 crossbow bolts, 14 slings, and 12 quarterstaffs. There are also 10 suits of chain mail armor and cloaks. None are magical.

34, 35, and 36. Guard Post

The stone steps up from area #25 terminate at the door within #34. Of these rooms, #34 is a main living room; #35 is a small, sparse room with a pair of ornamental shields and a forbidding silk tapestry showing a battle scene (value 125 gp) for decoration, and #36 is an entrance chamber.

If no alarm has been raised, there will be 4 soldiers in #34 only for the PCs to fight. If an alarm was raised earlier, then the following forces will be stationed here: 4 soldiers and 2 orcs in #34, and a soldier and 2 orcs in both #35 and #36 (who will rush to attack when there is the sound of combat inside #34). Stats for the orcs are given above (#30-#32). Stats for soldiers are also given above for areas #27-28; the men here have 7, 7, 6, 1, (2, 3) hp.

At the end of this combat, the PCs must find a note on the body of one of the soldiers. This man has a gold ring (value 60gp) on his left hand that a PC looking for treasure will see, and the note is tucked into his belt where it can readily be seen. If the PCs raised an alarm from area #25, give them Handout 1 from page 18 (you may cut this out or photocopy it as you wish). If they did not raise an alarm from area #25, give them Handout 2.

37. Latrines

There are four latrine cubicles here, and if the PCs enter, they will have the bad luck of encountering a group of foraging giant rats that will only attack if they pass an initial morale check. Otherwise, the rats will flee.

Giant Rats (5): AC7; HD ; hp 2 each; MV 120′ (40′); #AT 1 bite; Dmg 1d3 + 5% chance for disease; THAC0 20; Save NM; ML 8; AL C.

38. The Watch Lieutenant

This large building has a locked door. It is subdivided inside into two areas, a large office/living room (38a) with a polished desk and chairs, tables, and good furnishings, and a smaller bedroom (38b).

Watch Lieutenant Galleret is here, with an aide-de-camp who will be asleep in the office during the night hours. Galleret is a cowardly officer whose desire is simply to conceal any evidence of his own incompetence, and buy time to find a way to blame matters on his subordinates. If he surrenders to the PCs (make a morale check when he is reduced to one-third of his hp total) he will beg for his life to be spared, and tell the PCs about the tower. He will show them the pass (see below), give details of the guard (in #39), and can tell the PCs of its major occupants: Aurelian the wizard-sage who lives on the top floor; Nikolai the alchemist who lives on the middle floor; and Paurillian the cleric who lives on the ground floor. Galleret does not mention Menelaus the slaver (#46) since he is very fearful of the man.

Lieutenant Galleret: AC3 (plate mail); F3; hp 13; MV 60′ (20′); #AT 1 sword; Dmg 1d8 + 2 (magical *sword +1*, Strength bonus); THAC0 17; Save F3; ML 9; AL C. Galleret has a gold signet ring worth 50 gp, a silver belt

buckle with a small jewel worth 70 gp, and a gold medallion worth 30 gp. On a keyring, Galleret has the keys to his desk, to this room, and to the armory (#33).

Aide-de-Camp (soldier): AC4 (chain mail and shield); F1; hp 5; MV 120′ (40′); #AT 1 sword; Dmg 1d8; THAC0 19; Save F1; ML 10; AL C.

Searching the room, the PCs can find minor valuables worth a total of 50 gp. Among the paperwork atop the desk is just one item of importance; give the players Handout 3 when they find this. In the bottom drawer of the desk, in a locked casket (Galleret's desk key fits this), are a pair of silver flasks. Each is worth 30 gp, and contains a magical potion of healing. In the upper drawer is a leather plaque decorated with an eagle motif in gold threading, which is the pass to the tower.

The Keep Tower

This is a tough place for the PCs to enter. Their enemies are fairly strong, and they will also find that the Eye isn't here after all. It is vital that the PCs find the magical assistance placed here with the cleric, alchemist, and in the wizard's lair; without the potions, scrolls, and other magic, they do not have much chance of surviving to continue their adventure. Doors of rooms within the tower will be unlocked unless otherwise noted; the place is lantern-lit inside.

39. Guard Room

The main door to the tower is locked and also barred on the inside. There is a 1-foot square metal grille set at eye level with a shutter behind the door, and a heavy bronze door knocker. The PCs have to knock for entry, and they will be greeted by the shutter opening and a guard inside saying in a bored tone of voice, "not another lot, what do you want?" The guard asks to see a pass and, if the PCs don't have one, they will not be admitted. "Come on, you know Galleret gots to give you a pass," the guard will say, closing the shutter in contempt if the PCs don't have a pass. Even if the PCs do have a pass, the guard will want to hear some reason for the PCs wanting to enter. Something as simple as "The Lieutenant told us" will do. If the PCs try to bluff, don't forget that browbeating is more effective than persuasion. But they should get in. If the PCs really make a mess of it, the guard will call Paurillian who will come to see what's going on, readying his Undead and spells (see below), and then the door to the tower will be opened.

Finally, a thief could try and climb in alone using the Climb Walls special ability. Spying on the rooms through the windows would be smart, especially if some form of invisibility is used. Entering them is not so smart; a lone thief is a very vulnerable target. Invisible people leave footprints in dusty floors and invisible does not mean silent!

Soldier: AC6 (leather armor and shield); F1; hp 4; MV 120′ (40′); #AT 1 sword; Dmg 1d8; THAC0 18; Save F1; ML 10; AL C.

When the PCs get in, they now have a choice. They can start fighting, or they can tell the guard that they have been sent to see someone in the tower (if they know any relevant names). In short, they can fight or talk. If they fight, there are combat notes for major NPCs below. If they try to talk their way through, how things turn out depend on how they conduct themselves and who they talk to. They must definitely, at some stage, find out that Aurelian has just left the tower. This can ascertained either from Nikolai the alchemist (#48) or from the note with Lieutenant Aenolas (#50).

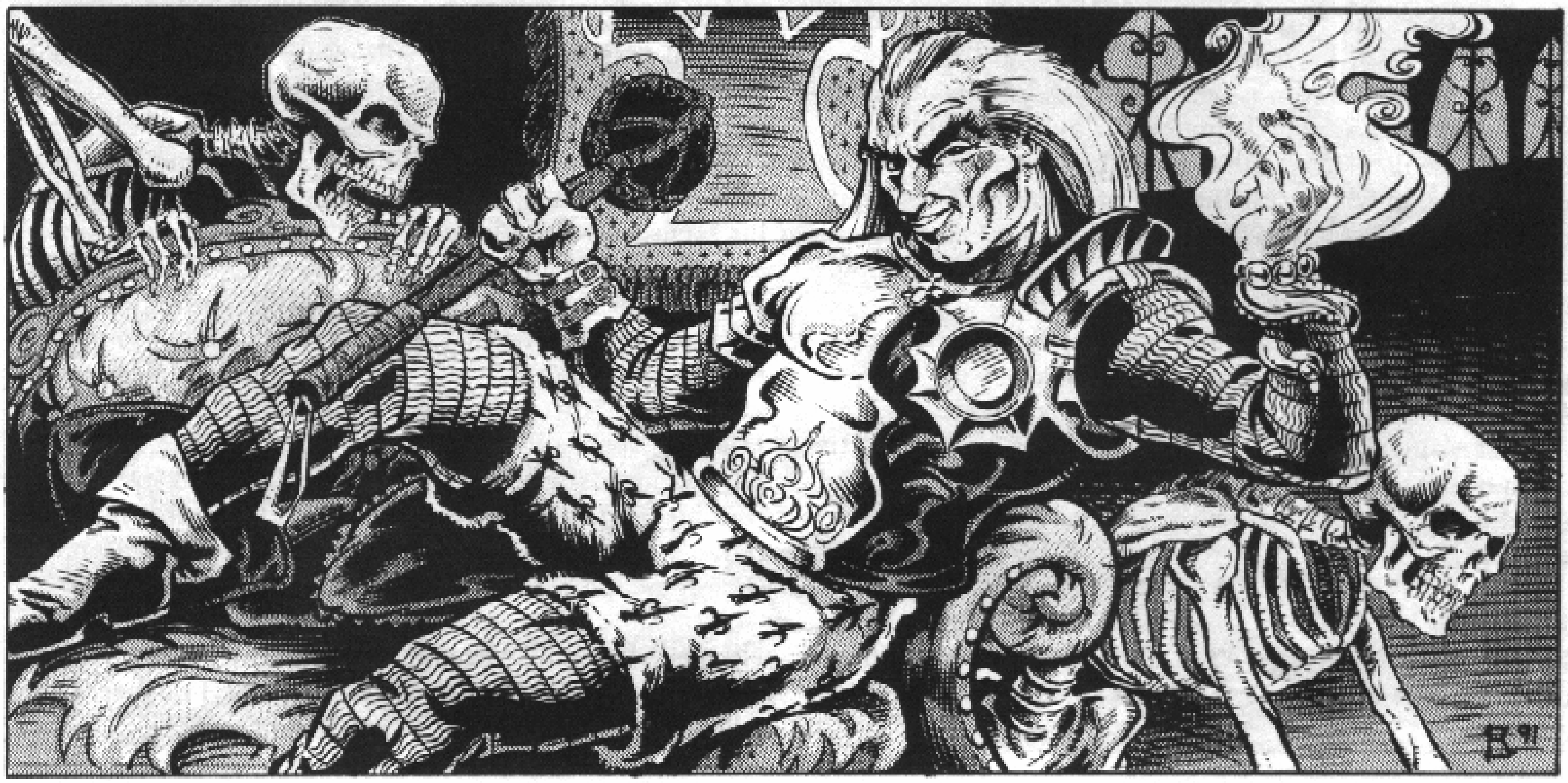
40 and 41. Undead Guards

These chambers contain undead that have only recently been animated. They do not attack the PCs unless attacked first; they will obey Paurillian, however, and the cleric will try to reach them to aid him in combat. Each chamber contains 3 newly-created skeletons, immune to *charm* and *sleep* spells as usual.

Skeletons (6): AC 7; HD 1; hp 4 each; MV 60′ (20′); #AT 1 club; Dmg 1d6; THAC0 19; Save F1; ML 12; AL C.

42. Store Room

This is a storage area both for food and supplies (oil, ropes, lanterns, etc.) and the PCs can stock up with reasonable quantities of whatever items they might need here.



43. The Cleric of Chaos

This comfortably-furnished chamber is the shrine, study, and bedroom of Paurillian, a chaotic and highly evil cleric. His task is "programming" undead and relaying orders to Nikolai the alchemist (#48). He will try to avoid a fight here if he can, fleeing to #40/#41 to direct his undead to attack the PCs and, if possible, fleeing then to #46 for the protection of Menelaus. He only fights himself if cornered. He targets light spells at the eyes of enemies, in an attempt to blind them temporarily. If Paurillian is alerted to the presence of enemies (e.g., by the PCs making a hash of talking their way into the tower), he will take his scroll from the chest, using his *bless* spell before melee.

Paurillian won't talk to or negotiate with the PCs. He believes that they will kill him out of hand, and won't help. If charmed, he will tell the PCs that Aurelian has left the tower with the Eye of Traldar and is now in the watch house (#54).

Paurillian: AC 2 (*chain mail +1,* Dexterity bonus); C3; hp 11; MV 120′ (90′); #AT 1 mace; Dmg 1d6+1 (magical *mace +1*); THAC0 18; Save C3 (Wisdom 16 gives +2 bonus versus magical saves); ML 10; AL C. Spells memorized: *light* (x2). Paurillian has a silver ring with an amethyst worth 85 gp, and a silver dagger used as a letter opener.

Searching the room, the PCs can find minor ornaments and items worth 50 gp, and an unlocked wooden chest below the cleric's bed. This contains a pouch with five gems each worth 50 gp, an intricate silver leaf pattern neckchain worth 100 gp, a bag with 17 pp and 55 gp, and a scroll with the spells bless and cure light wounds.

44. Guest Chamber

This chamber is currently empty, but is fairly well furnished and can be looted of minor trinkets worth 80 gp if the PCs somehow have the time (this takes 5 rounds). The door is locked.

45. Guard Room

This chamber is empty. The door is locked.

46. Slaver of the Iron Ring

This study/bedroom is occupied by Menelaus, a fairly junior member of the Iron Ring slaving organization. Menelaus will be here unless Paurillian has fled here from downstairs, in which case the pair of them will have headed to #50 and joined forces with Lieutenant Aenolas. If unalerted, Menelaus will be seated at his desk, although his sword will be ready to hand.

Menelaus is a cruel, brutal individual who will not negotiate with the PCs or help them in any way. He will fight to the death. Even if charmed, he knows little about Aurelian and the Eye of Traldar and cares even less. His main duties are to keep tabs on Nikolai the alchemist and to administer some bookwork for the Iron Ring slaver network.

Menelaus: AC3 (*leather armor +1*, Dexterity bonus); T3; hp 10; MV 120′ (40′); #AT 1 short sword; Dmg 1d6+1 (magical *short sword +1*); THAC0 18; Save T3; ML 11; AL C.

Menelaus is vain and wears gold jewelry (neckchain, bracelets, medallion) worth a total of 150 gp. He has the keys to his (locked) desk in his pockets. The upper drawer contains a set of bound vellum sheets that have records of activities, personnel, and plans of several groups of Iron Ring slavers. Particularly, the names of slavers and their contacts in Kelvin, Threshold, Penhaligon, and Verge are recorded, together with evidence of their work dates, monies paid, the names of their kidnapped victims, and more. This information would be very interesting to the authorities in those cities, to say the least.

The lower drawer has a metal box containing money bags filled with 75 gp, 150 ep, and 300 sp.

47 and 48. The Alchemist

The alchemist here is Nikolai Monescu, an old man who is forced to work creating magical potions and assisting Aurelian under duress. If the PCs burst in and threaten him, old Nikolai will panic and assume they mean to kill him; he will use his spells and fight hopelessly with his dagger. If the PCs don't attack him, he will be only too ready to talk to them. He knows all the locations in the tower. If Paurillian and Menelaus have headed up to #50 to join Aenolas, then Nikolai will be aware of this also. He does not know that Aurelian has just been smuggled out of the tower. Nikolai also knows the identities of the magical potions contained within the laboratory, and will give them to the PCs if they are going to attack the people in the tower.

Nikolai will ask the PCs if he can come with them when they leave. He is too old to be much use at fighting, but his spells may be helpful, and he could help cover a getaway if the PCs use horses (if they haven't thought of this, Nikolai will suggest it). Nikolai will be ready to flee the tower and rejoin the PCs on their way out if they agree to this. Nikolai does not tell the PCs of his magical scroll, keeping this for himself, but he will use it if he needs to. His *knock* spell could be very useful for opening doors. He has managed to keep this scroll secret from his captors (but his spell book is kept from him; he knows it is in Aurelian's rooms), and has been saving it for a reasonable shot at escape. The PCs represent that shot.

Nikolai Monescu, Alchemist (Magic-User): AC 9; HD MU2; hp 3; MV 60′ (20′) due to age; #AT 1 dagger; Dmg 1d4-1 (Strength penalty); THAC0 20; Save MU2; ML 8; AL N. Spells memorized—*read magic, magic missile*. Scroll of spells—*detect magic, magic missile, knock*.

Nikolai's study/bedroom (#47) has poor furnishings and little of value. In the laboratory (#48), there is an array of glassware and metal utensils, and a rack of vials of liquids—15 in total, six yellow, two green, two red, three clear, and two dirty green-brown. The red liquids are both potions of poison. The two green vials have *potions of healing*, and the middle vial with clear liquid is a *potion of growth*. The two brown-green potions are special: these are *potions of speed*. A *potion of speed*, if drunk, allows the drinker to move twice as fast as normal, to attack twice per round, and to perform all actions (other than spellcasting) at twice normal speed. The others are harmless and ineffectual. These potions are not labeled.

49 and 50. The Wizard's Chambers

The doors to both rooms here will be closed and locked only if Paurillian and Menelaus are here. Room #49 is a well-appointed bedroom with some 150 gp worth of minor treasures, but nothing of major importance. Room #50 is a large study room with many books and shelves, work tables, weird and misbegotten utensils and containers, and a jumble of bric-a-brac. It is extremely untidy here. Who is present in this room depends on whether

Paurillian escaped from the PCs and headed here with Menelaus. If they are here in addition to Lieutenant Aenolas, the PCs will have a tough fight. The script here assumes that only Aenolas is present; you can modify it for a group of opponents.

Aenolas is here under orders to collect items for Aurelian, who left in a hurry. He is a vicious and bullying man who will fight expecting to be able to browbeat the PCs, even if he is alone. Make a morale check for him only when he is reduced to 3 hit points or below. If he surrenders, he will plead for his life, but he won't talk. He only talks if charmed, in which case he will tell the PCs where Aurelian now is (#54).

Lieutenant Aenolas: AC2 (plate mail and shield); F3; hp 15; MV 60′ (20′); #AT 1 sword; Dmg 1d8 + 1 (Strength bonus); THAC0 18; Save F3; ML 10; AL C. S15, I14, W16, D10, C13, Ch 13.

On his person, Aenolas has a fine gold ring with a small pearl worth 125 gp and a pouch with 8 pp and 15 gp. On the table is a sack with some items Aenolas has been retrieving. The sack contains Nikolai's spell book (with *detect magic, read magic, magic missile* and *sleep*), an elven cloak, a scroll of magic-user spells (*charm person, light, mirror image*), and a scrap of notepaper with some scrawled notes—give the players Handout 5 if they find this.

The PCs will now have to find out where the watch house is. This is #54, within the main fortress. They can discover this in various ways: by interrogating a charmed Aenolas, by asking Nikolas, by interrogating some other captured individual, or by simply asking at the main gate (#52) as suggested in the description for that location. They do have a charm person spell on a scroll at their disposal, so it really should not be too difficult to find an amenable respondent.

51. Battlements

There are always six guards here, three on each of the east and west walls. During the day, they are soldiers; during the hours of darkness they are orcs. They keep watch outside the Keep unless an alarm has been raised by the PCs in area #25, and guards were ready in #34-#36. If this is the case, the guards here will have crossbows ready to fire at the PCs as they emerge into the courtyards of the Keep, unless the PCs have taken proper care and trouble to disguise themselves.

Soldiers (6): AC 6 (leather armor and shield); F1; hp 8, 7, 6, 4, 3, 3; MV 120′ (40′); #AT 1 short sword or crossbow; Dmg 1d6 + 1 (short swords, Strength bonus) or 1d6 (crossbows); THAC0 18 (19 with bows); Save F1; ML 10; AL C. Each has 1d8 gp.

Orcs (6): AC6; HD 1; hp 5, 5, 4, 2, 2, 2; MV 120′ (40′); #AT 1 short sword or 1 crossbow; Dmg 1d6; THAC0 19; Save F1; ML 8 (6); AL C. Each orc has 1d6 ep and 1d10 cp.

52. Fortress Gates

The main gates here are 18′ high and impossible to open except using winches, the levers for which are in #53. A *knock* spell will not be sufficient to move such massive gates (magic user or elf PCs will realize this, so inform players if they plan to try this tactic). Rather, there is a small side door in the left-hand gate which is 6′ tall and 3′ wide, allowing PCs to enter in single file (only) when opened. It is locked and barred from the inside, but a *knock* spell will open it. Alternatively, the PCs can pull a large bell-pull beside the door and summon a guard from inside #53. He will interrogate the PCs through a shuttered metal grille in the door.

The PCs will have to use a *charm person* spell or do some reasonable bluffing here. If they are disguised in soldier uniforms, and especially if one has the plate mail of a Watch Lieutenant, a firm and decisive line will get them access. They could, for example, say "Lieutenant Galleret has sent us as reinforcements," "Aenolas ordered us to deliver these items to the wizard," (flourishing the sack), or "Lieutenant Galleret has sent us to report on the troublemakers in the Keep—we've got to get reinforcements. Quickly! There's no time to lose, you oaf!"

Once inside the main gates, the PCs will be in a courtyard that is bounded by a guardhouse (#53) and a watch house (#54) where Aurelian, Watch Captain Tiberian and his men, and an Iron Ring member are arguing. What happens now depends on what the PCs do. If they start to fight, fine. Throw everything at them-all the occupants of #53 and #54 will pile into the attack and the PCs will be sore pressed indeed.

The smarter move, since the door to #54 is open, is for the PCs to head toward #54 and, if they do this, the guards return to #53 and close the door. The PCs can now attack the group in #54 and, if they close the door as they pile in, there is only a 10% chance per round that the guards in #53 will come to investigate, weapons drawn. If they leave the door open, the guards in #53 are 50% likely per round to come and investigate.

As an alternative, the PCs can head into the guard room (#53) and attack the guards first to knock them all out. The door to #54 is open, though, and the group there may hear the fight; the chance is 25% per round if the PCs close the guard house door, and 75% per round if they don't.

53. Guard House

This houses the winches which open the main gates, and also a group of four bored guards.

Soldiers (4): AC6 (leather armor and shield); F1; hp 7, 6, 4, 3; MV 120′ (40′); #AT 1 short sword; Dmg 1d6 + 1 (Strength bonus); THAC0 18; Save F1; ML 10; AL C. Each has 1d8 gp.

54. Watch House

The door to this room is slightly ajar and the sound of arguing is heard clearly from inside. If the PCs stop to listen, they will be able to hear the conversation quite easily, so read the boxed text below. It is perfectly reasonable for the PCs to make some preliminary actions (casting a spell, drinking a potion, etc.) while they are listening.

> You hear a pair of raised voices from beyond the door. The first is slightly nasal and whining, and the man says "This is too dangerous. Just because there are a few troublemakers in the place..." He is interrupted by a much gruffer and more sarcastic man's voice. "Just a few, but they've accounted for enough of our men and we don't know where they are. Frankly, I don't care. I'm not going to take the blame for this. If that magical thing gets lost inside the fortress, I'm for the high jump. By sending you out with an escort to meet the Baron halfway, you'll get the thing to that cold-blooded swine Sverdlov in half the time. And you can deliver these strategic plans to the Baron a day early into the bargain."
>
> The first voice protests again. "Sending us out on to the road, even with an escort, is absurd. I demand to be taken to the Obsidian tower for safety!" There is

> a guttural laugh in reply. "Once you're out of here, you're not my problem and I've had enough problems. There's five good and true men here now and another 20 when my orders get to that idiot Julianus. Just wait a few minutes." The argument goes on, but both men simply repeat the same points...what will you do now?

The PCs have to act; they must attack the occupants of this room before the threatened 20 extra escort guards turn up. If the PCs do nothing, 20 extra soldiers will arrive through the inner gates and head into the courtyard in 5 minutes (turns). The PCs must attack now; make this clear to them.

Inside this room are seven men, stats for whom are given below. Because of their arguing and bickering, they are slow to react to the PCs if they move in. The PCs have a 50% chance of getting surprise, on the first round of combat (and cannot be surprised themselves), and if they don't get surprise, they have a +2 bonus to Initiative on the first round of combat.

Soldiers (4): AC6 (leather armor and shield); F1; hp 6, 4, 3, 3; MV 120′ (40′); #AT 1 Short sword or crossbow; Dmg 1d6; THAC0 19; Save F1; ML 10; AL C. Each has 1d8 gp.

Aurelian, Wizard-Scholar: AC8 (*ring of protection +1*); MU3; hp 7; MV 120′ (40′); #AT 1 dagger; Dmg 1d4; THAC0 19; Save MU1; ML 10; AL C. Spells memorized: *read magic, shield, mirror image*. He has a silver neckchain worth 50 gp, and a fine amber and platinum brooch on his yellow robe worth 120 gp. His magical ring appears as a simple silver band worth 15 gp.

Watch Captain Tiberian: AC3 (*chain mail +1* and shield); F4; hp 16; MV 120′ (40′); #AT 1 sword; Dmg 1d8+1 (Strength bonus); THAC0 16; Save F4; ML 10; AL C. He has a silver dagger with a fine jewelled scabbard (total value 150 gp), and a belt pouch with 15pp and 35 gp.

Todosz, Slaver: AC4 (leather armor, Dexterity bonus); T3; hp 9; MV 120′ (40′); #AT 1 short sword; Dmg 1d6; THAC0 19; Save T3; ML 9; AL C. Todosz wears a gold ring worth 35 gp as a ring, but it is also a magical *ring of fire resistance*, and has 30 pp in a bag by his belt.

On the table in this simply furnished room is a casket that is locked (Aurelian has the key). Inside this is the Eye of Traldar itself, and also a sheaf of papers with the Black Eagle wax seal on each page. These papers document a planned attack on Luln, with military orders and command sequences. Added to these are lists of agents of the Barony in Luln, and notes on further military operations to invade other villages and lands of western Karameikos. These documents would be very valuable to the authorities in Luln.

The Eye of Traldar

The Eye of Traldar is a yellow-orange gem, the size of a large hen's egg, mounted in a dragon's claw setting fashioned from toughened, red gold. It is a powerful divination device, and one that is also capable of exerting control over minds. Its powers can only be utilized by a character capable of using magic-user spells (a magic-user or elf). The powers that can be used usually depend on the experience level of the person using the Eye. At Basic levels, a magic-user or elf of levels 1-3 can call forth the following powers from the Eye:

1st level:	*detect magic, detect evil* 3 times per day each
2nd level:	*detect invisible, ESP* twice per day each
3rd level:	*locate object* (range 5 miles per level) once per day

The Eye certainly possesses other powers usable by higher level spellcasters. Some of these are documented in module DDA4, *The Dymrak Dread,* but can be devised by a DM using the upcoming *D&D® Game Cyclopedia* if needed. The Eye will gain the use of two detection-type spells 2 per day each equivalent to spells of one-half the user's level if you want to customize in this way.

How do we get out of here?

The PCs now have to escape Fort Doom with the Eye of Traldar. Getting out of the fortress simply involves getting out through the side door in the main gates. Getting out of the Keep involves opening the main gates themselves, which can be done by a *knock* spell, by bluffing the guards in #27, or by killing them (if they have already been killed, there will be a replacement set there now). The PCs should be encouraged to take horses; Nikolai will suggest this and, if he isn't around, make sure the horses in #29 whinny very loudly as the PCs get anywhere near them.

The PCs then have to get out of the city gates. If they are in uniforms, this is simple enough. If they aren't, then bribery, bluff, showing an official-looking pass from #38 and claiming to be on the Baron's business, a *charm* spell, a *sleep* spell, etc., are all feasible ways of getting out. Then, the PCs should head to Luln. On horseback, riding to Luln takes 2 hours at a gallop (3 hours if riding at night).

Concluding the Adventure

From here, you have several options. If you simply want to wrap up this adventure, have the PCs arrive safely in Luln. Just inform them that they forced march along the road and arrive there unharmed. There, they can hand over the Eye of Traldar to Petronius (now healed due to the arrival of a powerful cleric), receive heartfelt thanks, and go back home (wherever their homes are). They can be chased and harried by Iron Ring thugs on the way, of course. They could go to Specularum to get rewarded by the merchant they rescued (if they did), or they could get involved with the Iron Ring by playing module B10, *Night's Dark Terror,* or another published adventure. They could take the information they have about the Iron Ring or the Baron's invasion plans to Luln, or elsewhere, and the authorities in Karameikos will be very interested—leading to the PCs receiving commissions, favors, and the like.

Alternatively, you could have them arrive in Luln to find Petronius dead and agents of the Black Eagle Barony spying all over the place. Now the PCs have to find their way to the Lake of Lost Dreams, a long journey indeed. They will meet monsters, highwaymen, bandits, Iron Ring slavers trying to kidnap them, Black Eagle agents trying to retrieve the Eye, a Chaotic wizard trying to take it for himself, and anything else your imagination can throw at them. Wilderness rules are best covered in the upcoming *D&D® Game Cyclopedia,* so obtaining this will be helpful even for Basic level characters.

If the PCs try to keep the Eye of Traldar for themselves, then a host of interested NPCs will soon come to get it. Agents of the Black Eagle Barony, powerful magic users, and many others will track them down and try to prise the Eye from them. The PCs will find that their lives become very eventful and very threatened...

Finally, you can continue the story in module DDA4, *The Dymrak Dread,* if you wish. In this event, you should leave the characters heading to Luln, fearing pursuit perhaps, ever looking over their shoulders...and pick up their adventures in that sequel.

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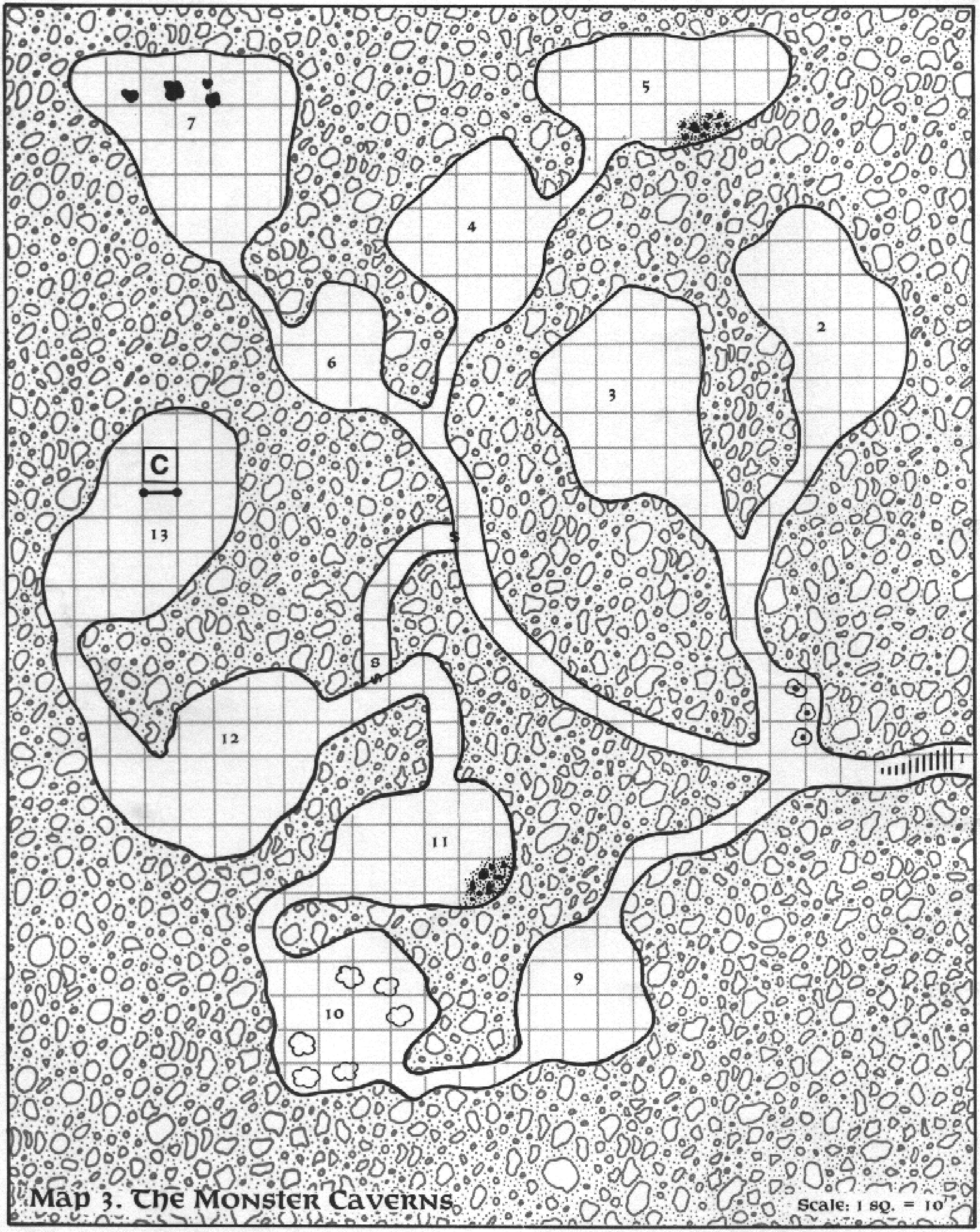
5
7
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13
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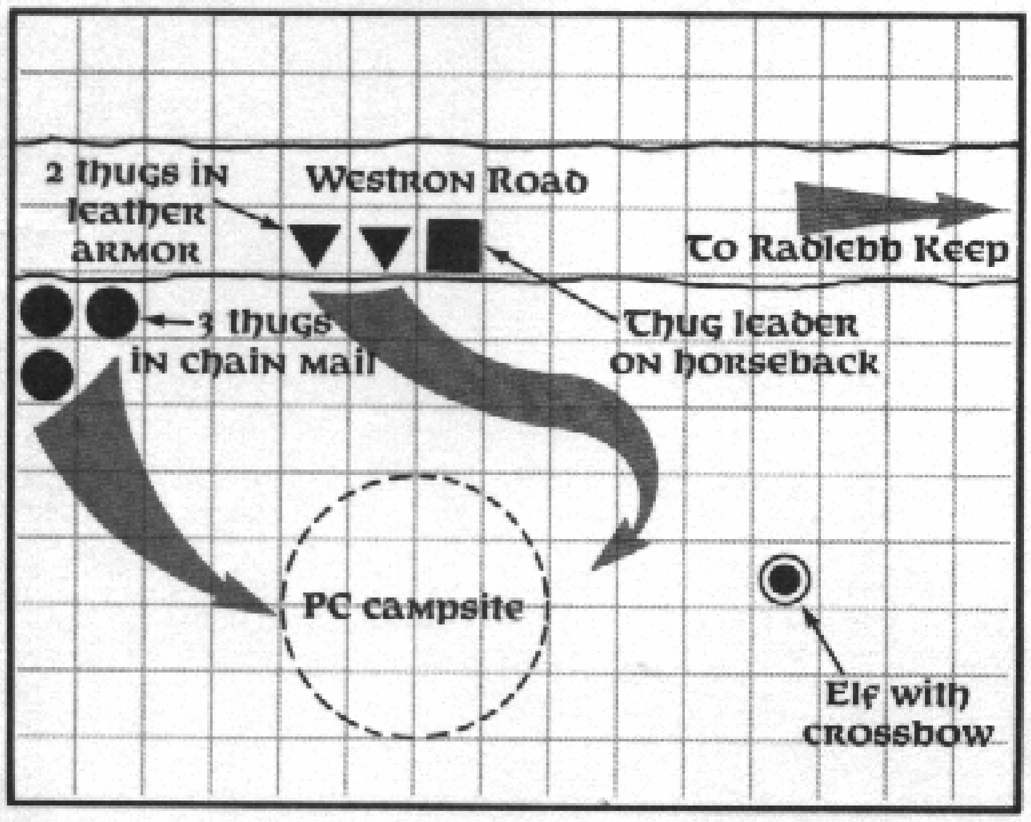
10

Map 3. The Monster Caverns

Scale: 1 sq. = 10'

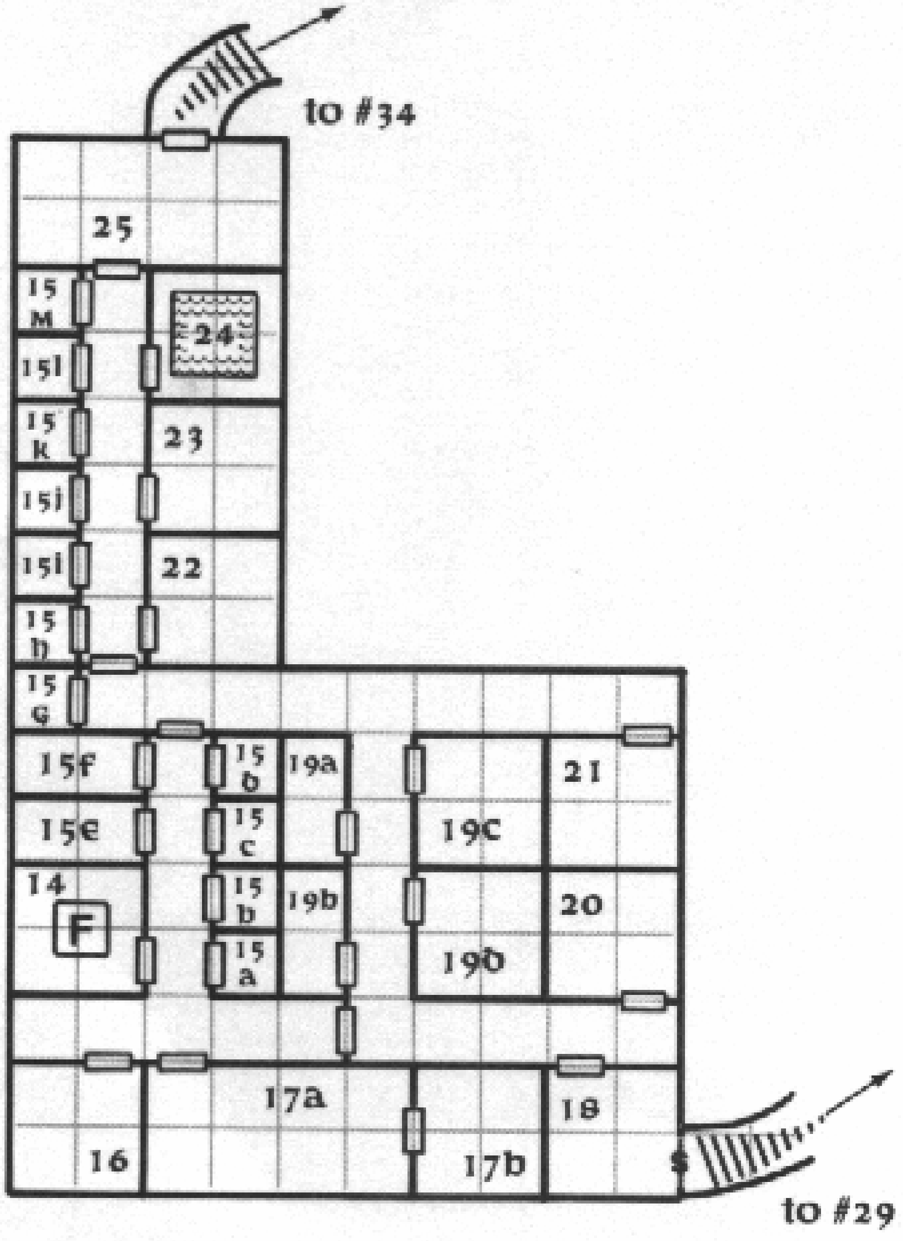
Map 1. Attack on the Road

(Tactical Skirmish Map)


2 thugs in leather armor
Westron Road
To Radlebb Keep
3 thugs in chain mail
Thug leader on horseback
PC campsite
Elf with crossbow

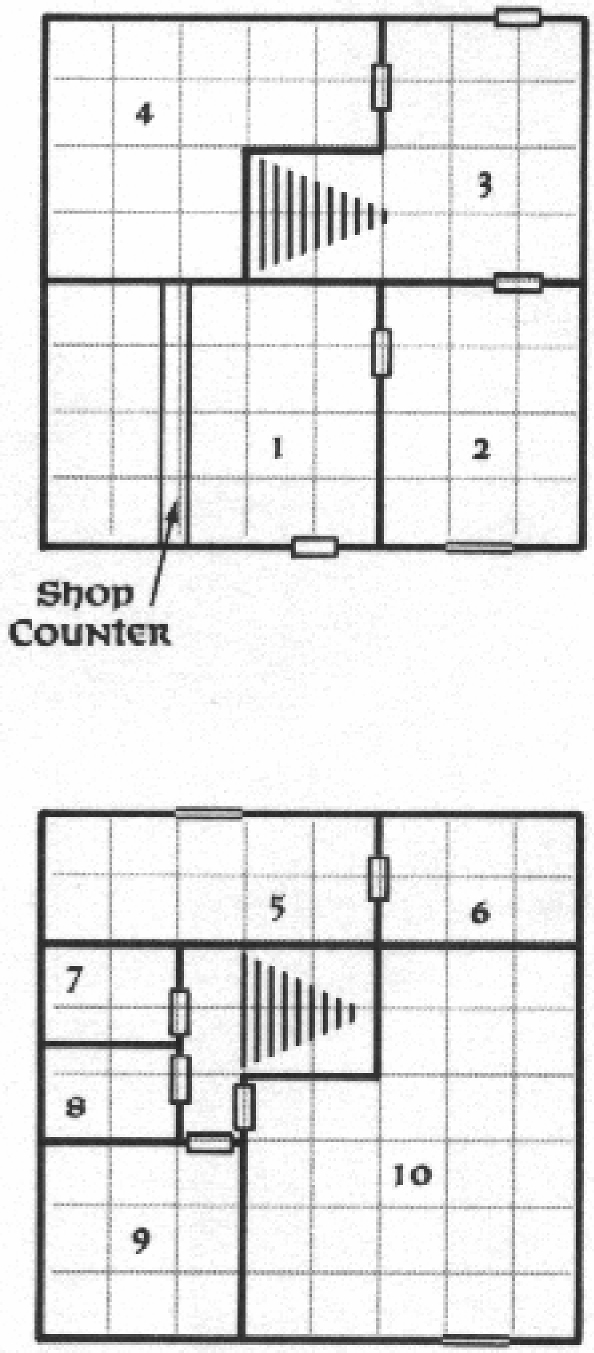
Scale: 1 sq. = 20′

Map 4. Dungeons of Fort Doom


to #34
25
15 M
24
15l
15 K
23
15j
15i
22
15 h
15 G
15f
15 d
19a
21
15e
15 c
19c
14
F
15 b
19b
20
15 a
19d
17a
18
16
17b
to #29

Scale: 1 sq. = 10′

Map 2. The Shop in Luin

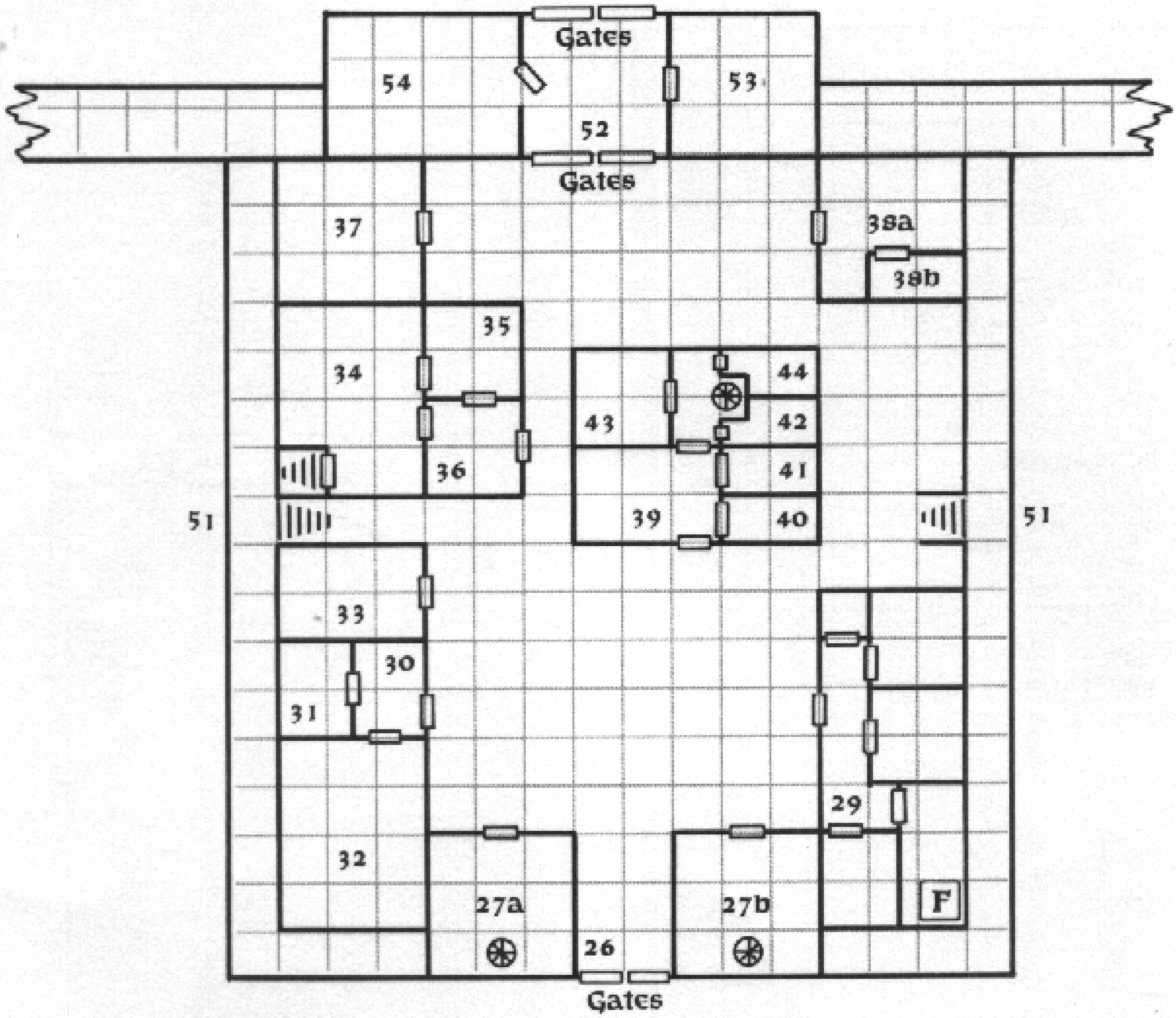

4
3
1
2
Shop Counter
5
6
7
8
10
9

Map 2 Room Key

1. Repair Room
2. Display Room
3. Back Room
4. Repair Room
5. Living Room
6. Store
7/8. Small Stores
9. Bedroom
10. Bedroom

Scale: 1 sq. = 5′

Map 5. The Keep at Fort Doom


Gates
54
53
52
Gates
37
38a
38b
35
34
44
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42
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27a
27b
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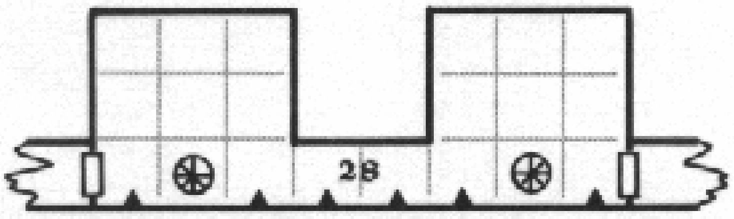
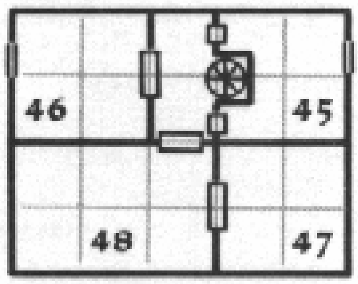
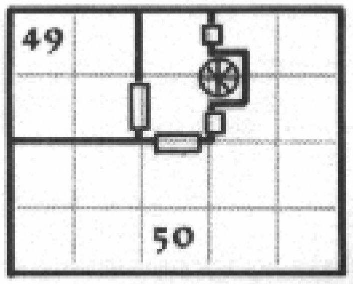
26
Gates



Gatehouse, Top Floor

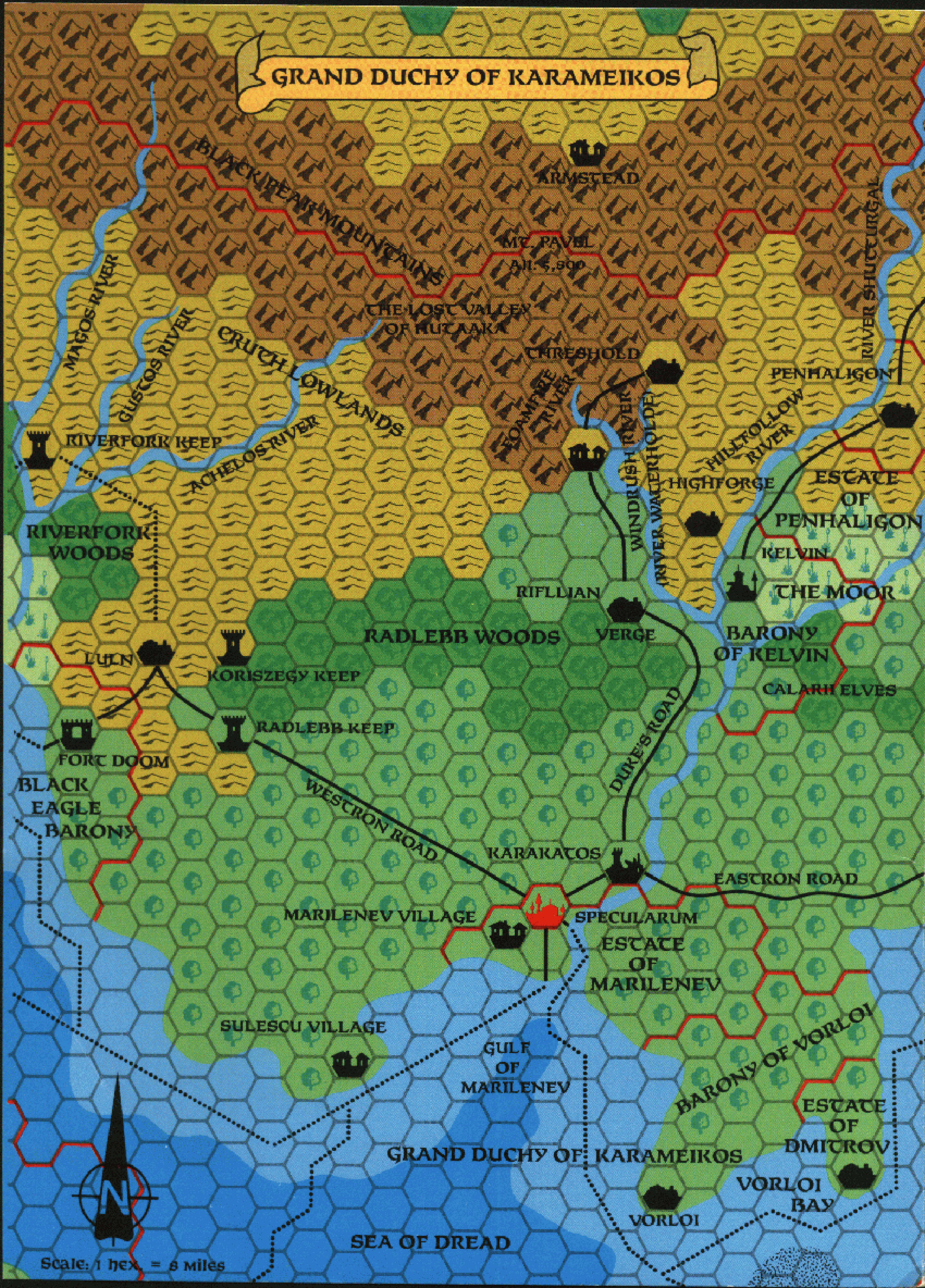


Keep Tower, Middle Floor



Keep Tower, Top Floor

Scale: 1 sq. = 10′


GRAND DUCHY OF KARAMEIKOS
BLACK PEAK MOUNTAINS
ARMSTEAD
MT. PAVEL
Alt: 5,900
MAGOS RIVER
GUSTOS RIVER
CRUTH LOWLANDS
THE LOST VALLEY
OF HUTAAKA
THRESHOLD
RIVER SHUTTURGAL
PENHALIGON
FOAMFIRE RIVER
WINDRUSH RIVER
RIVER WATERHOLDE
HILLFOLLOW RIVER
RIVERFORK KEEP
ACHELOS RIVER
HIGHFORGE
ESTATE
OF
PENHALIGON
RIVERFORK
WOODS
KELVIN
RIFLLIAN
THE MOOR
RADLEBB WOODS
VERGE
BARONY
OF KELVIN
LULN
KORISZEGY KEEP
CALARII ELVES
RADLEBB KEEP
DUKE'S ROAD
FORT DOOM
BLACK
EAGLE
BARONY
WESTRON ROAD
KARAKATOS
EASTRON ROAD
MARILENEV VILLAGE
SPECULARUM
ESTATE
OF
MARILENEV
SULESCU VILLAGE
GULF
OF
MARILENEV
BARONY OF VORLOI
ESTATE
OF
DMITROV
GRAND DUCHY OF KARAMEIKOS
VORLOI
BAY
VORLOI
N
SEA OF DREAD
Scale: 1 hex. = 8 Miles

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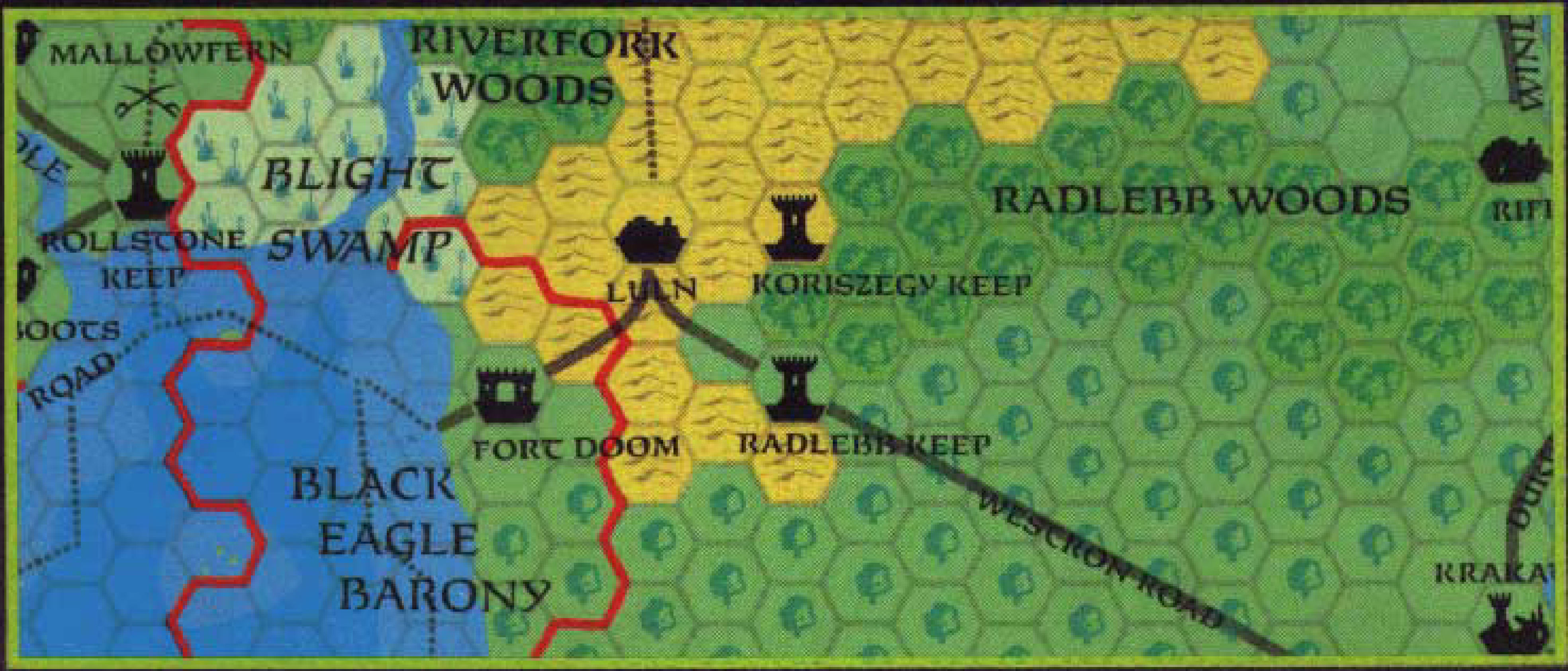
Eye of Traldar

by Carl Sargent


MALLOWFERN
RIVERFORK WOODS
BLIGHT SWAMP
ROLLSTONE KEEP
ROAD
LULN
KORISZEGY KEEP
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FORT DOOM
RADLEBB KEEP
BLACK EAGLE BARONY
WESTRON ROAD

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